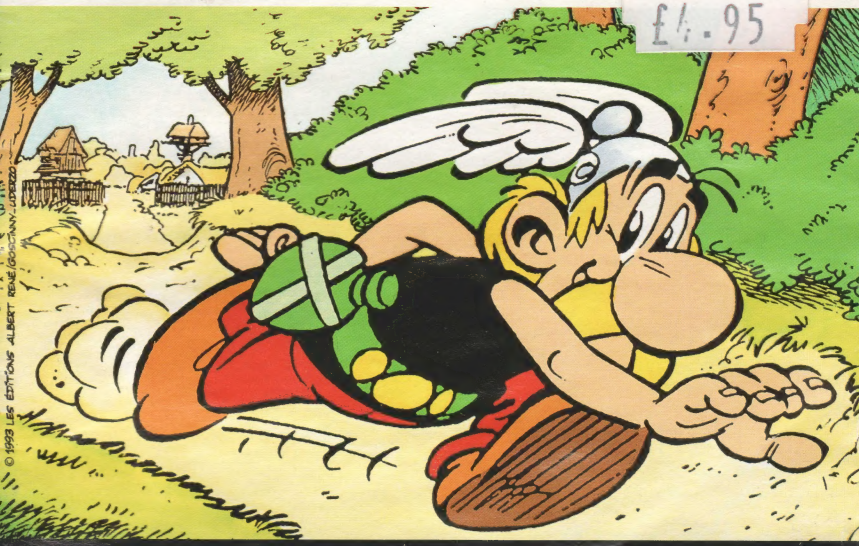
SNSP-XE-UKV

Asterix®

TANDY
£4.95



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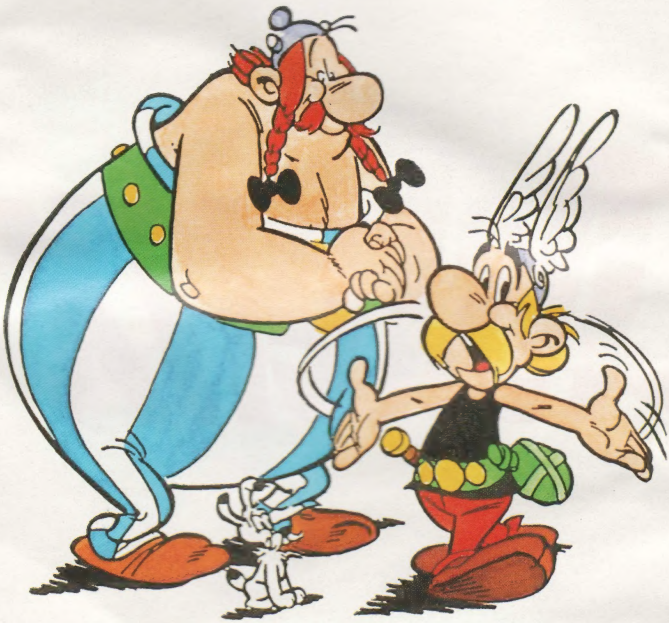
SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

INFOGRAMES™



Asterix®

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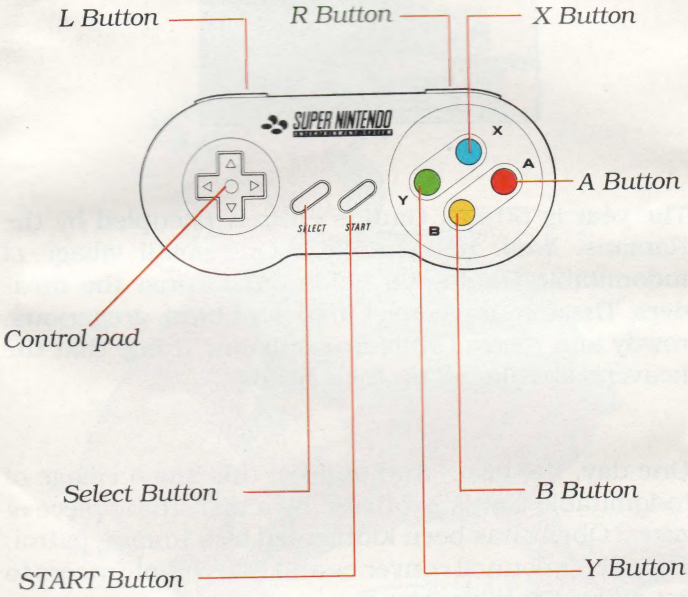
THE PLOT

The year is 50 BC. Gaul is entirely occupied by the Romans. Well, not entirely... One small village of indomitable Gauls still holds out against the invaders. These courageous, tough, stubborn, gregarious, rowdy and merry Gauls fear only one thing: that the heavens should fall on their heads...

One day, the peace and quiet of this small village of indomitable Gauls is broken by a disturbing piece of news: Obelix has been kidnapped by a Roman patrol. The village council convenes and Asterix volunteers to set off and find his friend.

To find Obelix, you will have to travel throughout Gaul, across the Roman Empire, taking your quest as far afield as the Egyptian Pyramids... And all the time, you will have to battle with the Roman armies and avoid the traps set by Caesar's spies.

THE COMMANDS



Control pad: ..... Makes Asterix move,
moves the cursor through the options menu,
scrolls up or down a screen to locate traps without moving Asterix,
allows you to move the waggon.

B Button: ..... Makes Asterix jump; confirms options.

A Button: ..... Throws punches; confirms options.

Y Button: ..... Makes Asterix run and jump higher.

START Button: ..... Starts the game, confirms selected options, pauses during the game.

Select Button: ..... Moves the cursor through the menu.

L Button: ..... Scrolls the screen to the left without having to move Asterix.

R Button: ..... Scrolls the screen to the right.

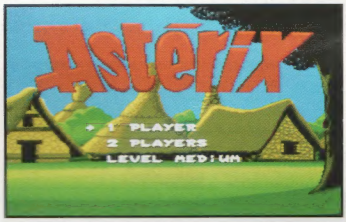
Enter the world of Asterix!

To set off on your pursuit, insert the game cartridge into the Super Nintendo Entertainment System game console and switch it on.

A succession of screens will appear with copyrights, title, language selection, story and finally the options menu. To switch from one screen to the next, simply press the START Button.

If you do not press any of the buttons, you will automatically enter the demonstration mode. To quit that mode, press the START Button.

The options menu



In the options menu you can choose between one-player and two-player mode.
You can also select the level of difficulty: easy, medium or difficult. This means that those Gauls amongst you who, in the meantime, have become experts can confront new enemies and much tougher Romans.
Use the control pad to move the cursor through the options menu.
To enter the game, press the START Button.

THE SCORE BAR

The score bar is at the top of the screen.
It gives you a certain amount of information:

Time

As soon as Asterix sets off, his time, displayed in the top left-hand corner, begins to run down. The time remaining when he reaches his goal is multiplied by 10 and added to his score.

Sesterces

Throughout the quest you must collect sesterces. Once you have collected 100, you obtain an extra life.

Asterix

The number next to Asterix's face tells you how many lives you have left.

Hearts

The maximum number of hearts displayed on the screen is 5. Each heart corresponds to one life point. You lose a life point every time you are hit by the enemy. However, you do have the possibility of collecting hearts: they are hidden inside certain blocks.

Score

Your score depends on both the number of Bonuses you have collected and the number of enemies you have knocked senseless. Each time this score reaches 100.000 you get an extra "continue"" option, which allows you to resume the game from the start of the world you were in the process of crossing.

Pause function

If you wish to pause the game for a moment during play, press the START Button. Press the START Button a second time to resume play.

* *Don't forget that a game ends as soon as Asterix has run out of life points. When the "Game Over" screen appears, you can select CONTINUE or END.*
If you select CONTINUE, you will return to the beginning of the world you happened to be travelling through. The number written next to "Credits" tells you the number of "Continues" you have left. If you choose END, you are taken back to the beginning of the game.

POSSIBLE MOVEMENTS

NORMAL WALK

To make Asterix walk, use the right and left arrows on the control pad.

SPRINT

To make Asterix run, press the Y Button and the right or left arrow on the control pad simultaneously.

JUMP

To make Asterix jump, press the B Button. You can guide his jump by using the control pad.
To jump even higher, press the B Button and the Y Button at the same time.

SWIMMING

If you fall into water, quickly press the B Button and you'll start swimming. Press this Button regularly to keep swimming.

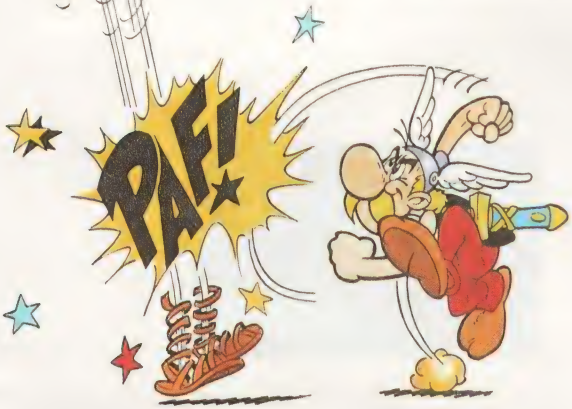
FLYING

In exceptional cases you can fly above the clouds... Be careful, however! This is only possible if you find the flight potion. When you do, take your marks, run and then jump: before you know it, you'll be flying. Press the B Button regularly to keep on flying.

But remember: the effect of the potion is only temporary, watch out, you may fall all of a sudden!

PUNCH

To knock out the Romans or any other enemy, use the A Button. With a bit of practice you'll be able to run and throw punches at the same time.

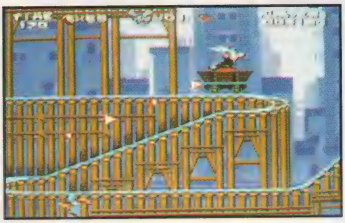


BEND DOWN

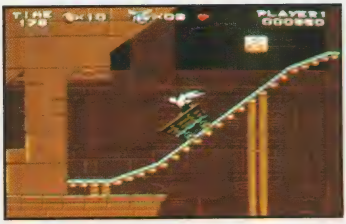
Sometimes you'll have to duck to dodge the projectiles hurled by your enemies. To do so, press the down arrow on the control pad.

THE WAGGON

In certain worlds you will have the possibility of travelling by waggon:
To climb aboard, you must jump into the waggon.
To drive the waggon, use the left and right arrows.
To accelerate, keep one or the other of these directions pressed; if you change direction, the waggon will gradually slow down and then travel in the opposite direction.



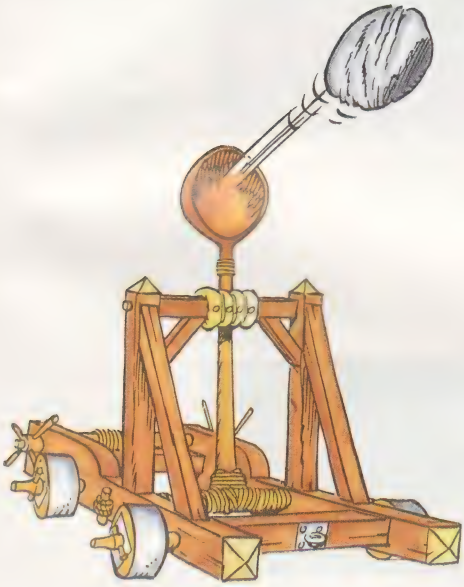
TIME
128
PLAYER1
001155


TIME
178
PLAYER1

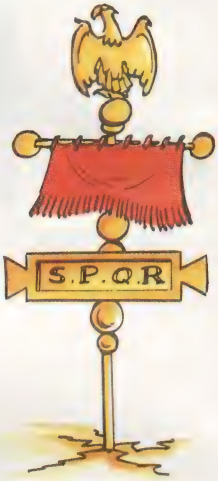
THE ENEMIES

Throughout your dangerous quest you will be forced to confront all kinds of enemies.

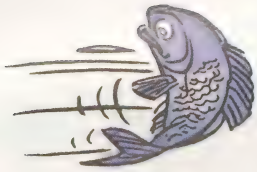
Here are some examples of enemies:



Catapult



SPQR Symbol



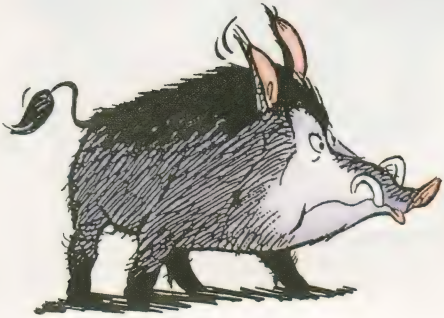
Fish

Pirates

Stump

Bird

Hedgehog



Wild Boar

Zenturio

The Romans

Before

After

Take care! There will be plenty of others out to get you... To make headway you can either avoid the enemy or simply bash them, which also allows you to gain points.
But beware: some of them are invincible!

BONUSES

Throughout your journey you will be able to collect bonuses to help you increase your score and gain extra lives.

Certain bonuses are visible; others are hidden inside the Celtic blocks. To find them, you will have to smash the blocks.

LAURELS

Take the laurels to gain an extra life.

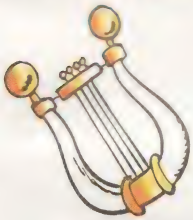
THE SICKLE

Pick up a sickle and you have won 25 sesterces.

SESTERCE

Throughout your quest you will have opportunities to collect sesterces. Collect 100 of them and you will gain an extra life.

THE LYRE



The Lyre has some strange properties: if you pick it up, Cacofonix will appear before you. You will then hear his music... and this will temporarily stun all your enemies!

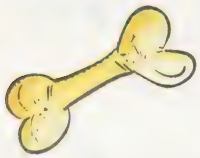
THE GREEN CAULDRON

The Green Cauldron contains the flight potion. Pick it up, and you will feel as light as air - in fact, you will have the unique chance to fly.

THE RED CAULDRON

The Red Cauldron contains magic potion to make you temporarily invincible; it will also give you an extra life point.

THE BONE



When you find a bone in a block, then Dogmatix will appear. Feeling hungry, he will bite anyone standing in the way to his meal.

THE LEG OF ROAST BOAR

Collecting a leg of roast boar gives you an extra life point.

There will be many surprises in store for you during your adventure; at times you may find your journey long and difficult. So to boost your courage, just think hard of Obelix.

Asterix®

Thanks to your ASTERIX box, you now have an opportunity to come and discover the ASTERIX PARK for a terrific day of fun.

The Asterix Park is the place for fun and laughter, and a great day out. We promise you will spend an unforgettable day.

A trip to the land of the Gauls is like drinking a cupful of magic potion.

Applaud the dolphins, travel on a bumpy flying carpet, enjoy the thrills and spills of the Great Eight, admire the gladiators in the arena, and don't forget to say hello to Obelix, Asterix and all their friends in the Gaul village.

The Asterix Park is situated 35 km to the north of Paris on the A1 motorway (Lille-Paris). Access to the Park is direct, so it's easy to find.

To find out the opening times of the Park or get a brochure, please call + 33 / 44.62.34.34.

And don't forget to take your ASTERIX box along with you to the Asterix Park to receive your free one-day admission ticket. The ticket is valid for the 1993 and 1994 seasons.

**This admission is courtesy of the Asterix Park..*

Asterix®

CREDITS

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